TNE008

Supplement M11 Meshan Sector Anglir in The New Era

History of The Imperium Working Group

New Zealand

FSpace Publications

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Edition	v 1.1.1, September 2022

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ISBN 978-1-877573-23-1 (v1.1 PDF, October 2019)
SKU FSPEB236
URL https://www.fspacerpg.com/proddetail.php?ID=FSPEB236

Originally published by FSpace Publications for the History of The Imperium Working Group (HIWG) New Zealand branch. Working on HIWG 'land' grant of Meshan Sector during the The New Era and a later Classic Traveller commercial publishing licence held by the publisher.

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Preamble

This publication is based on a starship design and marine force design document written by Philip Warnes in 2002. While not originally written for anything specific, we did find a home for it in the Classic Traveller publishing project for the Meshan Sector.

The original document appeared only as a DOC file that may have been found on Philip's old website for a while.

The starship was designed using Classic Traveller Highguard, while the marine force was designed using *Dirtside II*, which isn't anything to do with Traveller – leaving this publication as a hybrid between two gaming systems.

It is a shame the Marine unit wasn't designed using the *Striker* Ruleset which was designed around the Traveller universe, and whose technical design system appears to be what MegaTraveller borrowed from in a number of areas.

This publication also includes notes regarding the system in the Rebellion and The New Era as well.

It is published here to preserve the work in a viable modern format, ensure the copyright of the author is asserted and to provide a context alongside other Meshan Sector documents that are being made available.

The licensed Classic Traveller project for Meshan Sector stalled with the departure of the principal author of the sector work.

It is hoped in the future that FSpace Publications can renew it's Classic Traveller Meshan Sector publishing licence. If the licence is ever renewed the *Dirtside* based designs would need to be redone. As of the time of the writing of this Preamble, *Dirtside II* is available for free download from the publisher, *Ground Zero Games*.

For now, this publication (in the format presented here) will be found in non-commercial releases by FSpace Publications directly, or as part of the publication collections found on FSpace DVDs released from 2019 onwards. It will also be viewable at the New Zealand National Library.

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Anglir UWP & Background

Location 3014, Meshan Sector, Subsector H, Maramar

Classic

Anglir was a Vilani settled world that had formally been part of the Second Gashikan Empire, but during it's civil war gained independence around 1075, several years before the Third Gashikan Empire (Ga) was formed.

Anglir while poor used to have a better starport and the ability to build it's own naval forces, being able to maintain a number of fighters and system defence boats for a few decades before embarking on a more ambitious naval build programme. This started with a more formal base construction project, the design and build of the 5000 ton Admiral Parder beginning in 1092 and the formation of a Marine Force utilising domestic military hardware. The idea was to keep it's independence from Gashikan and provide protection from Vargr Corsairs.

Unfortunately by 1102 Vargr raiders struck hard and repeatedly. On a fateful mission in 1105 to strike back at their support base, Admiral Parder was lured into an ambush, heavily damaged and boarded. Meanwhile raiders struck Anglir's starport naval facilities with deadly force. Admiral Parder was taken as a prize vessel, repaired and eventually used by the corsair band to not just strike a fatal blow against Anglir, but seize nominal control of the naval facilities and establish their new base there, claiming dominion over the world, and seeing an influx of Vargr colonists.

The corsairs found Admiral Parder an excellent design for raiding, and Anglir's technology gave them a superior edge over much of their opposition. The starport and naval yards were so damaged they couldn't build more of the ships however. Some suspicion falls to continued human originated terrorism hampering rebuilding efforts.

Main world stats circa 1110

Anglir	3014 B130832-C C	De Na Po	925 Va	G2 D M8 D

Rebellion

Political changes in the Maramar subsector (subsector H of Meshan sector) and sector wide saw this world become part of the Opposition Alliance state after an assault on the resident Corsairs, and disestablishment of their base. Admiral Parder was repatriated to the locals. Plans to reconstruct the starport were hoped for, but troubles in the sector meant that work never really got under way.

Main world stats circa 1120

Anglir	3014 B130832-C	De Na Po	925 Vo	G2 D M8 D

New Era

This system was struck like many others by the chaos caused by the Virus. The world was not able to sustain a population in these times, and remains a ghost world. The fate of the Admiral Parder is unknown.

Main world stats circa 1200

Anglir	3014 X130000-0	Ba De	025 --	G2 D M8 D

Admiral Parder

Type	Marine Assault Ship					
BT-9865	Admiral Parder	BT-E4222F2-670100-00408-0			MCr 2300.3	5000 Tons
	Batteries Bearing		1	2 2		TL=12
	Batteries		1	2 2		Crew=58

200 troops (double occupancy) Fuel=1300 Low=29 Cargo=1287 Fuel=1300 EP=100 Agility=0/2 Marines=15

Subcraft

Cutter	YY-0204401-000000-00000-0	MCr 28	50 Tons

Crew=2, Passengers=12, Cargo=15, Fuel=13.5, Agility=4, TL=9

Tonnage:	5,000 tons (standard), 70,000 cubic meters
Crew:	7 officers, 35 ratings
Performance:	Jump-2, 2-G. Power plant-2, 100 EP. Agility 0/2
Electronics:	Model 6/fib computer
Hardpoints:	4 50-ton bays, 10 hardpoints
Armament:	Two 50-ton particle accelerator bays (factor 4), two 50 ton missile bays, factor 8
Defenses:	Ten triple sandcasters organized into one battery of 30, Nuclear damper (factor-1).
Fuel Treatment:	Ship is equipped with fuel purification but does not have fuel scoops, relying on its cutters for refueling.
Craft:	Four 50-ton cutters.
Cost:	2880.408MCr standard, 2304.326 in quantity
Construction Time:	36 months, 29 months in quantity

Comments

The Admiral Parder is rated as a Marine Assault Ship. She is designed to be able to insert a small but effective force of marines onto a hostile planet. The ship is unstreamlined and cannot land on a planet with an atmosphere, so it relies on the four 50 ton cutters to deploy the ground forces. The cutters are modular and may come in a variety of configurations. The usual configuration (as shown in Supplement 7) is 12 passengers and 15 tons of cargo. This allows a vehicle (either a light tank or a light APC) to be carried as well as some troops. The ship has two missile bay weapons, which may be used to support the ground troops with orbital fire support.

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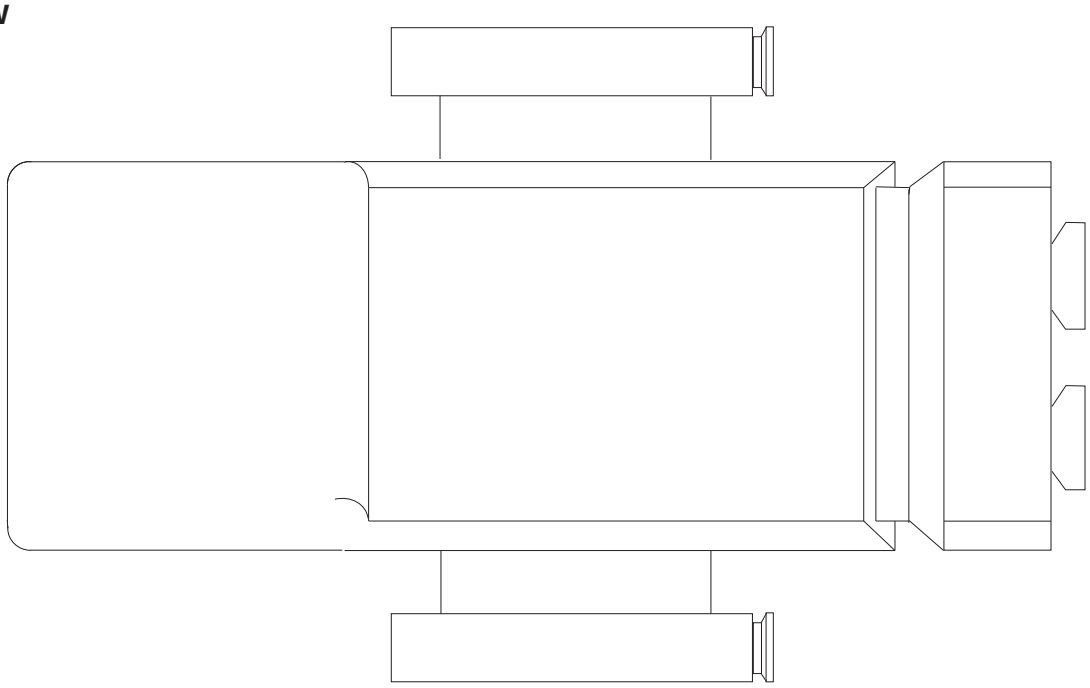
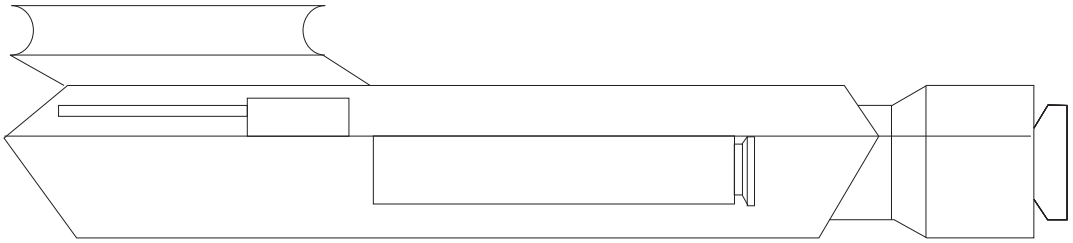
Admiral Parder Plans Views

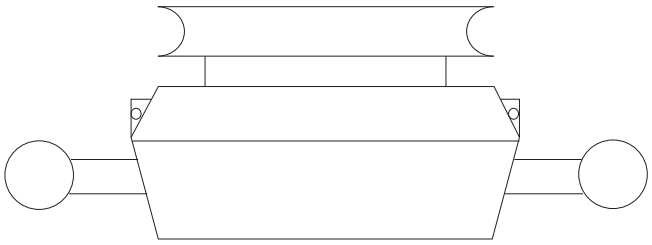
Top view



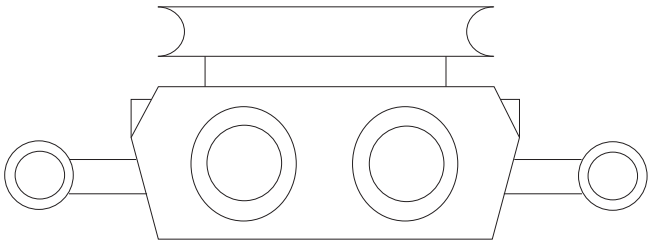
Side view



Front view



Rear view



The Marine Force

The following is a description of the marine forces that are carried onboard the Admiral Parder class Marine Assault Ship. The force is described in terms of the '*Dirtside II*' rules by Ground Zero Games, which are a very nice set of rules that are easy to play (*Ed note*: These rules are free to download from the publisher circa 2019).

The size of the cutters onboard the Admiral Parder restricts the size of ground vehicles that may be used to that of a size three vehicle. There are two types of vehicle used by the assault marines that are carried onboard: A light tank and a light APC. I have assumed that the light tank (a size 2 vehicle) weighs ten tons and the APC (a size 3 vehicle) weighs 15 tons. This is the largest vehicle that will fit in a gig with a standard configuration. Vehicles of up to 30 tons (say a size 4 vehicle) may be deployed using a gig configured to carry only cargo.

The Lynx Light Grav Tank

Size class 2	Basic Signature 2	Stealth 2	Eff. Target Die D12
Mobility type Grav		Basic move 15	Points Value 168
Fire Con. Enh	ECM Enh, D8	Armor: Front 2, Side 1	

Type/class	Mount	Rng	Die	Chits
HEL/3	Turret	60"	D10	R

Other Equipment:
2 APSW's in side mounted casemates

There is also a command vehicle version where the HEL/3 has been replaced by the commander (it however still carries a dummy gun).

The Lynx Light Command Vehicle

Size class 2	Basic Signature 2	Stealth 1	Eff. Target Die D12
Mobility type Grav		Basic move 15	Points Value 224
Fire Con. N/A	ECM Enh, D8	Armor: Front 2, Side 1	

Type/class	Mount	Rng	Die	Chits
2 x APSW	Front	12"	-	-

Other Equipment:
2 APSW's in side mounted casemates.

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The Ferret Grav APC

Size class 3	Basic Signature 3	Stealth 1	Eff. Target Die D10
Mobility type Grav		Basic move 15	Points Value 197
Fire Con. Enh	ECM Basic D6	Armor: Front 2, Side 1	

Type/class	Mount	Rng	Die	Chits
HEL/2	Turret	60”	D10	R
GMS/L	Turret	36”	D8	Versus Normal: R/Y
				Versus reactive: R

Other Equipment:
1 APSW, 1 team of mobile infantry in powered armor (additional cost 40 points).

Unit Organisation

1 command section

1 command tank	224 points
3 crew, 4 command personnel	
1 Lynx light tank	168 points
3 crew, 20 tons equipment	
Total 10 men	
3 squadrons of 4 Lynx tanks	672 points
3 crew per tank = 12 per squadron	
Total of 120 tons of equipment	
Total 36 men	
3 platoons of infantry	1245 points
5 Ferret APC’s	
4 Powered Armor Infantry	
1 Local Air Defense Team	
3 crew and four troops per Ferret	
35 men and 75 tons equipment per platoon,	
Total of 225 tons equipment	
Total 105 men	
Total Personnel = 151	**Total Points = 6113**

Total of 365 tons of equipment

The remaining 49 personnel are support staff including medical staff, field engineers and catering. There is also a considerable surplus of tonnage that can be used for field engineering, food supplies and other support activities.

Online topics

The website of FSpace Publications still contains articles useful for those interested in Traveller, Meshan Sector, our Traveller related publications, and how to use the generic (Far Encounters, Far Frontiers, Just The Plans) & FSpaceRPG publications with Traveller. Check out the following links or use the QR codes.

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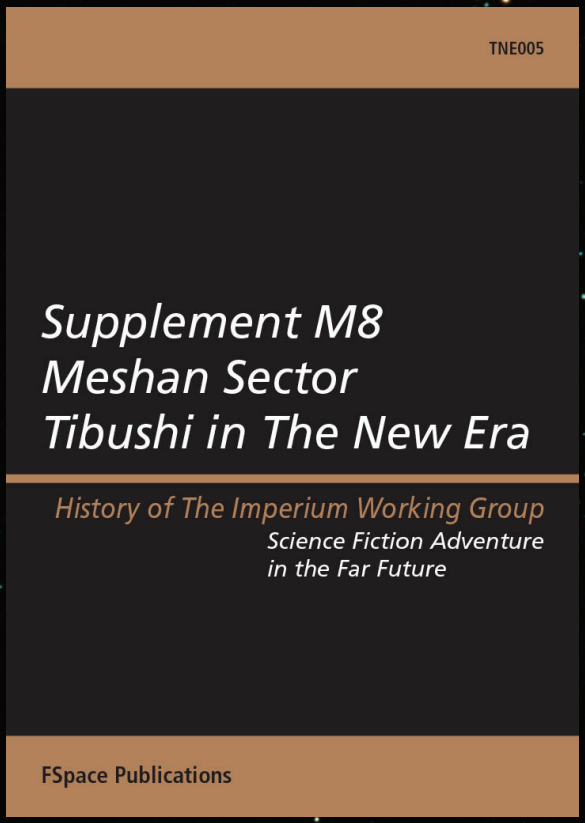

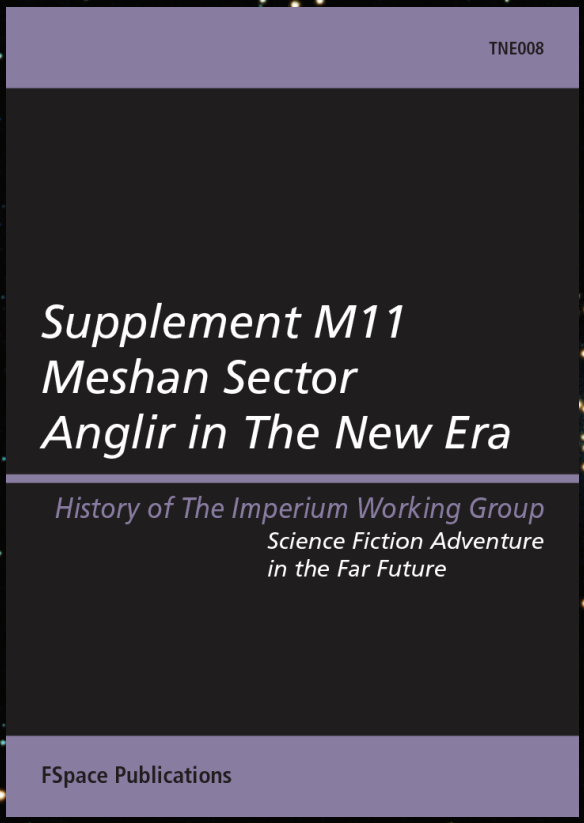

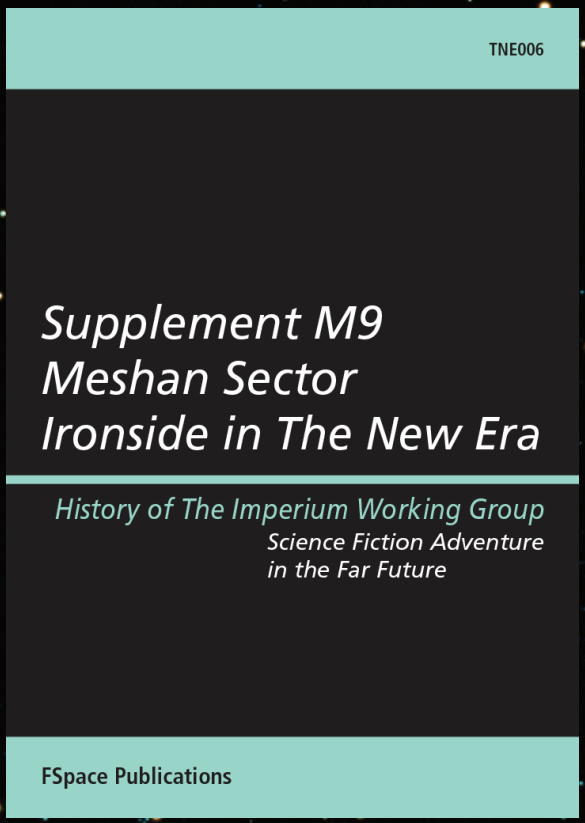

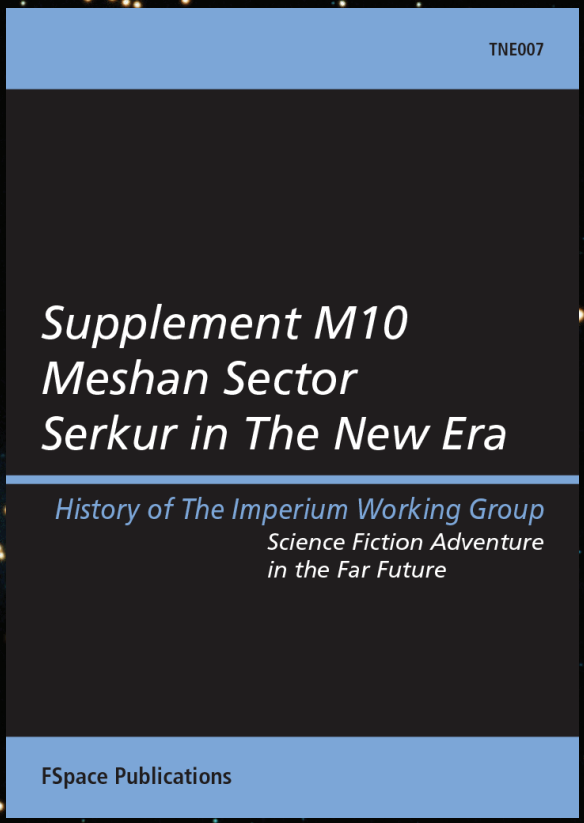

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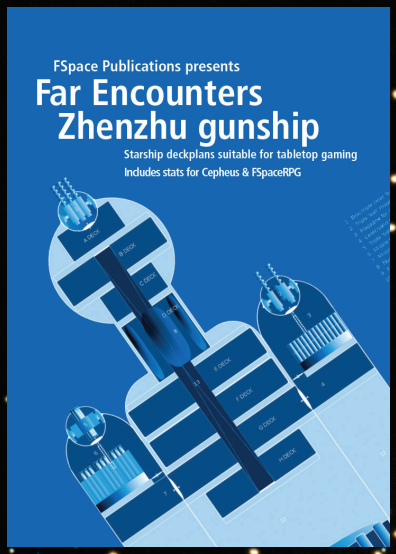

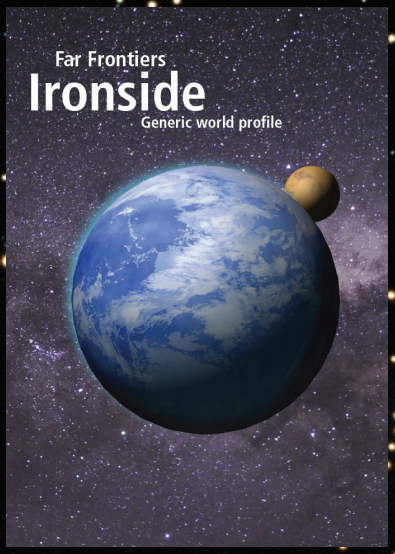

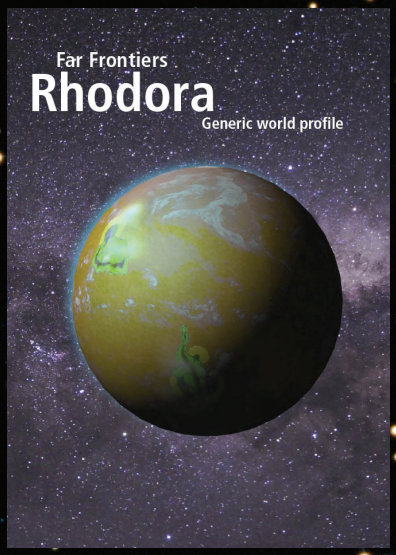

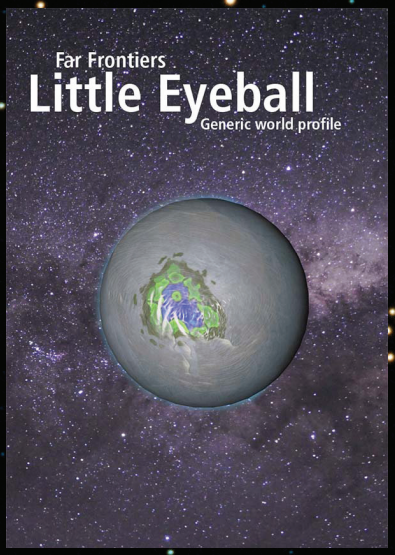

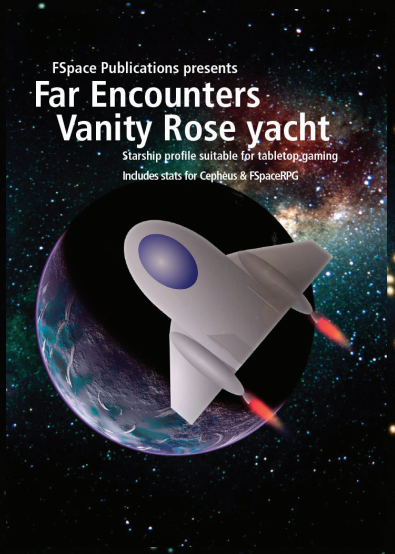
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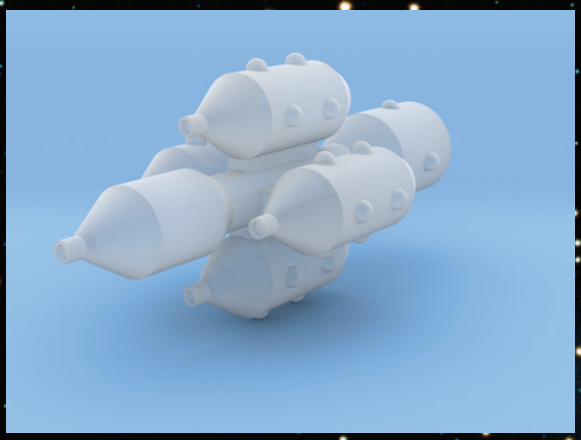

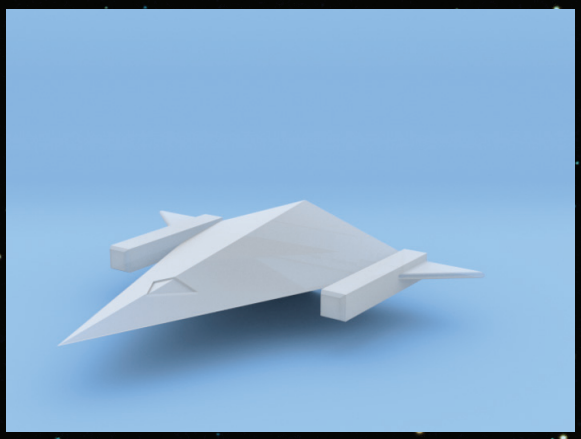

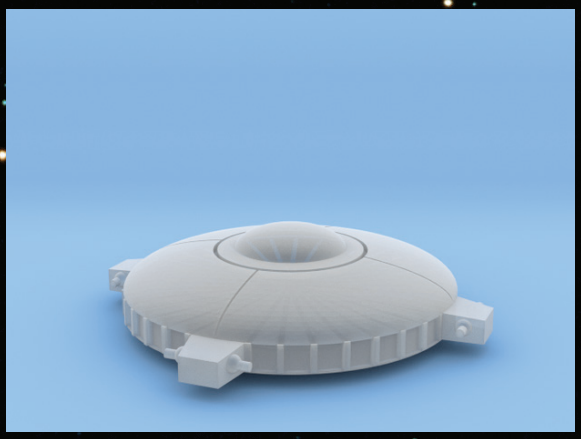

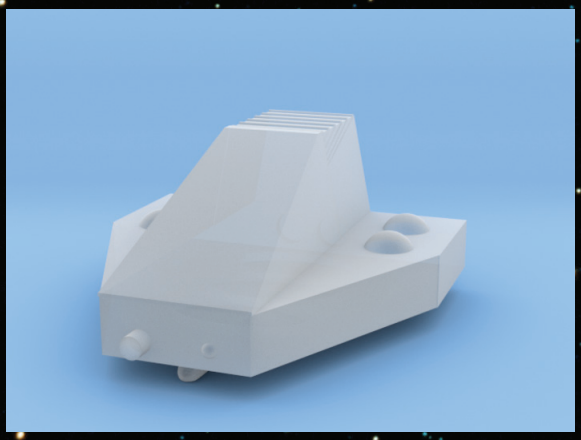

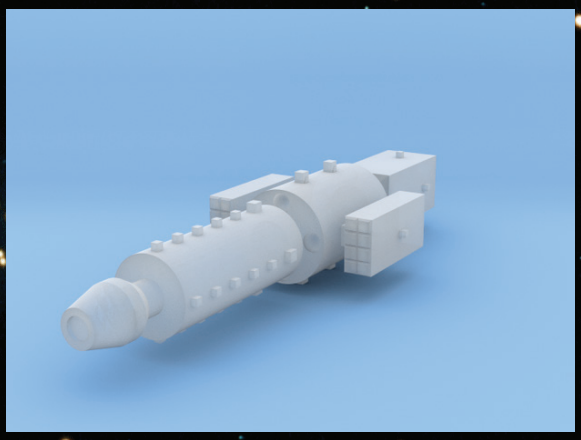

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Anglir is a Vilani settled world that used to be part of the Second Gashikan Empire, but won it's independence during the civil war and established it's own naval force lead by the Admiral Parder a Marine Assault Ship.

Later seized by Corsairs and then repatriated during the Imperial Rebellion era, the fate of the Admiral Parder is unknown with the collapse of this world in the New Era.